

SIDNEY COCIMANO

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EDUCATION

UNIVERSITY OF MIAMI

Bachelor of Arts in Computer Science and Interactive Media

Coral Gables, FL

Expected May 2026

Cumulative GPA: 3.903

Relevant Coursework: Computer Programming I & II, Front-End Fundamentals, Interaction Design, Discrete Mathematics, Computer Organization and Architecture, Physical Computing, Introduction to Digital Media, Web Design

Organizations: Kappa Theta Pi Professional Technology Fraternity (*Director of Women's Empowerment*), Google Student Developer's Club (*Member*), Girls Inspiring Rising Ladies in S.T.E.M. (*Member*), UMiami Recreational Tennis Club (*Member*)

SKILLS

Technical Skills: Java Programming, Python Programming, HTML & CSS, JavaScript, C# Programming, Figma, Adobe InDesign, Adobe Photoshop, Adobe Illustrator, Sketch, Bezi, User Testing, Asana, Trello, Agile & Scrum Methodologies, Wireframing & Prototyping, Information Architecture, Data Visualization, B2B Marketing, Microsoft Suite

WORK EXPERIENCE

VIRTUAL EXPERIENCES SIMULATION LAB

Coral Gables, FL

Associate Design Lead

Jan 2023 - Present

- Designed 7+ intuitive, immersive user interfaces for various VR projects from ideation to final deliverable.
- Led ideation and early design phases, collaborating with Principal Investigators to align design goals with project objectives, ensuring 100% stakeholder alignment from the outset.
- Developed comprehensive user flows, wireframes, prototypes, and high-fidelity mockups using Figma.
- Conducted user research and usability testing with a diverse set of users, yielding insights that led to a 40% reduction in user-reported issues in the final release.
- Collaborated directly with development teams to oversee the seamless implementation of UI designs, achieving on-time project delivery and maintaining a feedback loop for continuous improvement.
- Presented design solutions to Principal Investigators, explaining design rationale and incorporating their feedback in final iterations.

ICVM HAWK

Coral Gables, FL

Web Project Management Intern

June 2024 - Present

- Supported end-to-end management of web development projects, ensuring timely delivery and alignment with client requirements.
- Coordinated with cross-functional teams of designers, developers, and content creators to maintain clear communication and alignment, facilitating a seamless workflow across all project stages.
- Provided regular project updates to stakeholders, addressing any scope changes and ensuring a 100% transparency rate.
- Conducted comprehensive quality assurance (QA) testing, verifying functionality, accessibility, and user experience for all deliverables to meet high standards, reducing post-launch issues by 30%.
- Created and managed tasks for specific web management initiatives, including content updates and SEO optimizations, supporting ongoing website improvements and maintenance.

ORANGE UMBRELLA

Coral Gables, FL

Web Designer

Jan 2023 - May 2023

- Collaborated with clients to translate their vision and brand identity into cohesive, visually engaging web designs, enhancing user satisfaction and brand impact.
- Designed and built responsive websites in Webflow, leveraging CMS tools to create seamless, visually appealing layouts that balanced functionality and aesthetics.
- Optimized design elements for user experience, focusing on accessibility, mobile responsiveness, and visual storytelling.

PROJECTS

UMVERSE FOR FIRST-YEAR DIRECTIONS

Worked with a team of designers to create a digital twin of the University of Miami in Virtual Reality, allowing first-year students to explore the campus interactively. The project, now used by over 1,200 participants, was showcased at the Meta Educators Community Summit, highlighting its impact on virtual learning experiences.

VIRTUAL REALITY STRESS TESTER

Worked as the sole UX/UI Designer responsible for creating the experience and interface for a Virtual Reality program designed for use in a psychological study testing the effects of stress.

VIRTUAL REALITY EXPOSURE THERAPY

The sole UX/UI Designer for a VR program used in a scientific study exploring whether Virtual Reality is a viable treatment plan for children with autism's fears. The program tested two stimuli: spiders and dogs.